

## IMPORTANT NOTE!

### FLIGHT SIMULATOR II - Version 1.1

for Atari ST computers  
(program number ST-FS2)

#### NEW FEATURES

Several new undocumented features are now available on FLIGHT SIMULATOR II Version 1.1 for the Atari ST:

1. The same disk now includes both color and monochrome versions of the FS2 program. FS2 automatically determines your monitor type and loads the appropriate program version when you boot the disk. From a functional standpoint, both programs are identical.
2. A joystick may be used to fly the aircraft. Plug the joystick into mouse port #1. Press the [J] key to switch between mouse and joystick control. The joystick will not function in mouse control mode. In joystick control mode, both the mouse and joystick are functional but the right mouse button functions like the joystick button.

Right and left stick movement controls ailerons, and forward and backward movement controls elevator. The control functions and directions correspond exactly to those used in a real "stick-controlled" aircraft. Right stick movement causes right roll, and backward movement "pulls the nose up." To center your ailerons, press the joystick button and push the stick to the left or to the right.

The joystick can also be used for throttle control. Press the joystick button and move the stick forward or back to adjust your throttle when flying with the joystick.

It is most convenient to use the keypad controls for rudder and brakes when in this flight mode.

3. Several new features have been added to multi-player mode:

- A. When in multi-player mode, setting the ADF frequency to 000 causes the ADF needle to point at the other player's aircraft. Setting frequency to 001 additionally displays distance to the other player's plane on the DME gauge.
- B. In the multi-player menu there is now an option to AUTOPILOT LOCK the other player's plane. The autopilot will lock onto the other aircraft when this option is selected. As always, autopilot is enabled/disabled by pressing the [Z] key.

4. It is now possible to run FLIGHT SIMULATOR II from a hard disk. Copy all files (except those contained in the AUTO folder) from the distribution disk to any hard disk folder. Execute FS2.PRG to load and run the FS2 program.